



PUBLIC SERVICE 11-A-SIDE FOOTBALL TOURNAMENT 2026

EVENT INFORMATION

From Preliminary Rounds to Finals

- Date/Time : Preliminary - 18 & 19 July, 8.30am to 7.00pm
(Jurong East Stadium)
- 3rd/4th & Finals – 1 August, 8.30am to 11.00am
(Town Square, Our Tampines Hub)
- Venue : Jurong East Stadium
21 Jurong East Street 31, Singapore 609517
- Town Square, Our Tampines Hub
1 Tampines Walk, Singapore 528988
- Registration Fee : \$66 per team (excluding GST)
- Closing date for entries : Thursday, 18 June 2026

RULES & REGULATIONS

1 LAWS OF THE GAME

- 1.1 The Tournament shall be governed by these Rules and Regulations and shall be played in accordance with Football Association of Singapore (FAS) laws of the game.

2 ELIGIBILITY

- 2.1 The tournament is open to all civil servants and officers serving in Statutory Boards, Restructured Hospitals, Government-Aided Schools and registered former Statutory Boards.
- 2.2 The following personnel are not eligible to participate in the tournament:
- a) Players who had represented Singapore (including those as reserves) in SEA Games, Asian Games, Commonwealth Games or Olympic Games during the current year and past two years;

- b) Players who earn their living as professional players for Clubs, etc during the current and past two years;
 - c) Current registered Singapore Premier League club players; and
 - d) Full-time National Servicemen.
- 2.3 Any player suspended by FAS or in any competition sanctioned by FAS for any reasons or whatsoever, will not be eligible to participate in this tournament during the period of suspension.

3 REGISTRATION

- 3.1 Sports Liaison Officers can register their players online at www.csc.sg/stargames.
- 3.2 Registration must be accompanied by online payment of registration fee otherwise it will be void.
- 3.3 Teams must indicate which divisions they are competing in.
- 3.4 An agency is allowed to register players from other government agencies. The agency registering the mixed-agency team must ensure that all the team members are eligible players.
- 3.5 A player is allowed to play for one agency only. Multiple representation of agencies by a player is strictly not allowed.
- 3.6 Each agency is allowed to register a maximum of 18 players per team. Team that has less than 18 players in the first instance is allowed to increase its team strength to 18 players before the tournament commenced. Each team must have a minimum of 14 players at the point of submission of registration.
- 3.7 When a player leaves his agency after registration, the team concerned may get a new player to replace him.

4 TOURNAMENT FORMAT

- 4.1 The tournament shall be run on the following format:
- 1. Group stage
 - The tournament will begin with a group stage knockout, followed by group stage semi-finals and the group stage finals.
 - 2. Division stage
 - Winners of the group stage finals will advance to the division stage knockout, which will include division stage semi-finals, a 3rd/4th placing match, and the grand finals.

- 4.2 The Tournament shall comprise the following two divisions:
- a) Division I
 - b) Division II
- 4.3 The list of agencies eligible to compete in Division I and II (similar to Division I and II of STAR Games) is shown in the attached Annex.
- 4.4 Division I agencies are strictly not allowed to compete in Division II. However, Division II agencies can opt to compete in Division I.
- 4.5 The Organiser reserves the right to merge the two divisions into one if either Division has less than six (6) participating agencies.
- 4.6 The grouping of teams in the preliminary round shall be determined by draw.

5 DURATION OF MATCH

- 5.1 The duration of play for preliminary rounds, quarter-finals, semi-finals and finals will be 28 minutes flat per game. There will be no half-time change over.
- 5.2 The Organiser reserves the right to shorten the duration of play in event of adverse weather or other unforeseen circumstances.

6 GAMES ENDED IN DRAW

- 6.1 If a match ended in a draw after normal time, the best of THREE kicks from the penalty spot taken by 3 different players of each team alternatively, shall decide the winner. If at the end of the 3 penalty kicks, the draw still exists, the winner shall be decided by "sudden death" penalty kick ie. the kicks shall continue until such time one team wins (maximum kicks will depend on number of players remain on each team at full-time). If all players have taken one kick each and still no result, then the winner will be decided by a toss of coin.

7 MINIMUM NUMBER OF PLAYERS

- 7.1 In order to start a game, each team must have at least seven players on the field of play. **No grace period will be given.** if they are unable to field 7 players at the scheduled match time, the team will be deemed to have given a walkover. The team receiving the walkover shall be awarded three (3) goals and three (3) points.
- 7.2 If a team withdraws during the tournament, all their remaining fixtures shall be deemed walkovers with three (3) goals and three (3) points awarded to their opponents.

8 WALKOVER

- 8.1 A team that withdraws or gives a walkover after the fixtures had been drawn shall be fined \$100.

9 PRIZES

- 9.1 Prizes for the top 4 teams in Division I shall be as follows:

- a) Champion - medals plus \$350 and Champion Trophy
- b) 1st Runner-up - medals plus \$300
- c) 2nd Runner-up - medals plus \$250
- d) 3rd Runner-up - medals plus \$200

- 9.2 The top 4 teams in Division II shall receive medals but no cash prizes.

10 POSTPONEMENT

- 10.1 The Organiser will not entertain any request for postponement of matches.

11 FAS DIRECTIVE

- 11.1 In accordance with FAS directives, teams must strictly adhere to the following:

- a) All players must wear shin guards in all matches;
- b) Jerseys must be numbered and properly tucked in;
- c) Stockings must be worn and must be pulled up to cover the shin guards and
- d) Players must not remove jerseys or roll up their jerseys from the waist at any time during the match.

12 REFEREES

- 12.1 Referees and Assistant Referees will be provided for all matches. In the event that the FAS Assistant Referees are absent from the game, team managers of the two teams concerned are to provide a linesman each.

- 12.2 The referee's decision is final during the competition. Players are not allowed to interfere with the final decision taken by the referee(s) on points of laws/rules after clarification has been sought. If such interference results in the disruption of any match, the case will be referred to the Organizers for their appropriate action.

13 IDENTIFICATION

- 13.1 All players must bring along their identity card and staff card to the game venue for identity verification as and when required. Any players who failed to produce the cards when called upon, will not be allowed to take part in the tournament.

14 ATTIRE

- 14.1 In the event of clash of jersey colours, the home team shall change their set of jerseys to another colour. The team first named in the fixtures is the home team. Players are not allowed to play barefooted or bare-bodied. Jerseys must be numbered and players must wear shin guards in all matches.

15 SUBSTITUTION

- 15.1 Any five players may be substituted during a match. A substituted player cannot re-enter the game.

16 INFRINGEMENT OF RULES & MISCONDUCT

- 16.1 Protest may be lodged to the Organiser if a team is suspected to have infringed Rule 3. Disciplinary action including disqualification from the tournament, shall be taken against the team should the protest be upheld.
- 16.2 Any team that fails to play in a scheduled match shall be disqualified from the tournament and face a fine of \$100.
- 16.3 Team managers/captains are responsible for the conduct of their players. Any players that misbehave, shall be reported to their respective agencies for action.
- 16.4 Any player who received two yellow cards during the tournament shall be automatically suspended from playing the following game (one game). When a player has been sent off the field of play by the referee, he shall automatically be suspended from playing the next two games.

17 MATTERS NOT PROVIDED FOR IN THE ABOVE RULES

- 17.1 The Tournament Organising Committee reserves the right to decide on all matters not provided for in the Rules and Regulations. Its decisions shall be final.

18 PHOTOGRAPHY

- 18.1 The Civil Service Club reserves the right to use any photographs (including those of Participants), motion pictures, recordings, or any other media records of any STAR Games, for any legitimate purpose, including commercial advertising and distribution to sponsors and partners.
- 18.2 Photography and/or videography will be taken during the event for news and publicity purposes by the official photographer and/or videographer, and may be used for print and on online/electronic platforms of the Civil Service Club. The Organiser owns all rights to the photographs and video recordings. Any participants who do not wish to have their photographs or video recordings taken can notify inform the Organiser at the event site.

19 PERSONAL DATA PROTECTION

- 19.1 All participants consent to their personal data being collected and processed for purposes of administration and communication in a particular event. Participants also agree to receive postings on other events organised by the Civil Service Club.

DISCLAIMER

The Civil Service Club reserves the right to cancel, postpone or change the venue, date and/or time of the competition at its discretion due to inclement weather, facility problem or any other situation deemed as appropriate.

The Civil Service Club and its servants and/or agents will not be held responsible for any claims arising out of any death or injury, damage or loss, suffered or caused while attending this competition, and this includes all costs and expenses incurred as a result of such claims.

LIST OF STAR ORGANISATIONS IN DIVISION I AND II

S/N	AGENCIES IN DIVISION I
1	Ministry of Defence (includes DSTA)
2	Ministry of Education (includes SSG, Science Centre Board and ISEAS)
3	Ministry of Health (includes HPB, HSA, NHG, NUHS, Singhealth and re-structured hospitals)
4	Ministry of Home Affairs (includes SPF, SCDF, SPS, ICA, HTX, CRA and CNB)
5	Ministry of Communications and Information (includes NLB, PDPC, CSA and IMDA)
6	Ministry of National Development (includes NParks, CEA, BOA and PEB)
7	Ministry of Sustainability and the Environment (includes NEA, PUB and SFA)
8	Ministry of Trade & Industry (includes EDB, Enterprise Singapore, SDC, A*STAR, CCS, EMA, HLB and STB)
9	Housing and Development Board
10	Inland Revenue Authority of Singapore
11	Institute of Technical Education
12	Land Transport Authority
13	Monetary Authority of Singapore
14	People's Association
15	Ngee Ann Polytechnic
16	Singapore Polytechnic
17	Sport Singapore
AGENCIES IN DIVISION II	
18	Ministry of Culture, Community and Youth (includes MUIS, NAC, NHB, NYC and Singapore Sports School)
19	Ministry of Social and Family Development (includes NCSS and ECDA)
20	Ministry of Finance (includes AGD, ACRA, Vital, SAC, Tote Board and Singapore Customs)
21	Ministry of Foreign Affairs
22	Ministry of Law
23	Ministry of Manpower (includes Workforce Singapore and SLF)
24	Ministry of Transport (includes CAAS)
25	Attorney-General's Chambers and Organs of State
26	Building and Construction Authority
27	Central Provident Fund Board
28	Civil Service College
29	Government Technology Agency of Singapore (GovTech)
30	JTC Corporation
31	Judiciary
32	Maritime and Port Authority of Singapore
33	Republic Polytechnic
34	Temasek Polytechnic
35	Urban Redevelopment Authority

Former Statutory Boards	
1	Nanyang Technological University
2	National University of Singapore
3	SP Group